Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 1668613 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [OR **SMALL ENTITY TOTAL CLAIMS** RATE FEE RATE FEE **FOR** 385.00 NUMBER FILED NUMBER EXTRA BASIC FEE BASIC FEE 770.00 OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL フタ **TOTAL** OR CLAIMS AS AMENDED - PART II OTHER THAN SMALL ENTITY **SMALL ENTITY** (Column 1) OR (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT AMENDMENT **RATE** TIONAL RATE **AFTER** TIONAL **PREVIOUSLY EXTRA AMENDMENT** PAID FOR **FEE** FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43 =X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST $\mathbf{\omega}$ ADDI-ADDI-REMAINING NUMBER PRESENT AMENDMENT RATE AFTER **PREVIOUSLY** TIONAL RATE TIONAL **FXTRA AMENDMENT** PAID FOR FEE **FEE** Total Minus X\$ 9= X\$18= OR Ind pendent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING ADDI-ADDI-NUMBER PRESENT **AMENDMENT AFTER PREVIOUSLY** RATE TIONAL RATE **EXTRA** TIONAL **AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +145= +290= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." ADDIT, FEE ADDIT, FEE

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.